Abstract

System and method for enabling a program to call into graphical program code via a shared library. A graphical programming system may export a graphical program to a shared library, such as a Windows Dynamic Link Library (DLL), Unix Shared Library, etc. A program, e.g. a text-based program, may then use the shared library to call into the graphical program. Graphical programs or subprograms may have associated inputs or outputs of various data types. When creating a shared library, a functional interface specifying parameterized versions of these inputs and outputs may be specified, either automatically or interactively. A program may then utilize this functional interface to construct an appropriate call into the shared library. A user interface enabling users to specify the mapping of graphical program inputs and outputs onto parameters of the functional interface is described. Multiple graphical programs or subprograms may be exported to a shared library. The shared library may include an entry point function associated with each graphical program or subprogram. When a program calls into the entry point associated with a particular graphical program, the entry point function may manipulate or copy the parameters passed by the calling program into a representation expected by the graphical program.